

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

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1. (Original) A method, comprising:  
  
receiving one or more information attributes to be applied to an object;  
  
determining if the one or more information attributes are in contention with one or  
  
more geometry attributes of the object; and  
  
when the one or more information attributes are in contention with the one or more geometry  
attributes, modifying the one or more geometry attributes to reduce the contention with the  
one or more information attributes.
2. (Original) The method of claim 1, wherein the contention between the geometry  
attributes and the information attributes is reduced without modifying the information  
attributes.
3. (Original) The method of claim 1, wherein the modified one or more geometry  
attributes are proportional with the one or more information attributes.
4. (Original) The method of claim 1, wherein the geometry attributes are derived from  
the object.

5. (Original) The method of claim 1, wherein the geometry attributes are derived from an input image of the object.

6. (Original) The method of claim 1, further comprising:  
combining the modified geometry attributes and the information attributes to form a texture map.

7. (Original) A computer readable medium having stored thereon sequences of instructions which are executable by a system, and which, when executed by the system, cause the system to perform a method, comprising:  
receiving one or more information attributes to be applied to an object;  
determining if the one or more information attributes are in contention with one or more geometry attributes of the object; and  
when the one or more information attributes are in contention with the one or more geometry attributes, modifying the one or more geometry attributes to reduce the contention with the one or more information attributes.

8. (Original) The computer readable medium of claim 7, wherein the contention between the geometry attributes and the information attributes is reduced without modifying the information attributes.

9. (Original) The computer readable medium of claim 7, wherein the modified one or more geometry attributes are proportional with the one or more information attributes.

10. (Original) The computer readable medium of claim 7, wherein the geometry attributes are derived from the object.

11. (Original) The computer readable medium of claim 7, wherein the geometry attributes are derived from an input image of the object.

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12. (Original) The computer readable medium of claim 7, further comprising:  
combining the modified geometry attributes and the information attributes to form a texture map.

13. (Original) A system, comprising:  
a processor;  
a memory coupled to the processor;  
a storage device coupled to the memory and the processor, the storage device comprising:  
a geometry modifying code to modify one or more geometry attributes of an object to create new geometry attributes that reduce contention with one or more information attributes of the object; and

a texture map generating code to combine the new geometry attributes with the one or more information attributes to create a texture map to be applied to the object.

14. (Original) The system of claim 13, wherein the storage device further comprising: an information attribute receiving code to receive the information attributes to create the texture map.

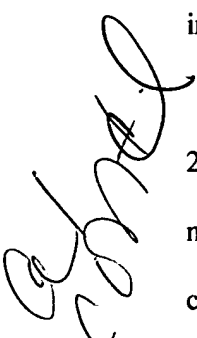
15. (Original) The system of claim 13, wherein the geometry modifying code modifies the one or more geometry attributes of the object to preserve informative content of the information attributes.

16. (Original) A graphics pipeline apparatus, comprising:  
a geometry modifier operable to modify one or more geometry attributes of an object to create new geometry attributes that reduce contention with one or more information attributes of the object; and  
a texture map generator operable to combine the new geometry attributes with the one or more information attributes to create a texture map for the object.

17. (Original) The apparatus of claim 16, further comprising:  
an information attribute receiver operable to receive the one or more information attributes to create the texture map.

18. (Original) The apparatus of claim 17, wherein the information attribute receiver includes an attribute separator to separate the information attributes from background attributes.

19. (Original) The apparatus of claim 16, wherein the geometry modifier modifies the one or more geometry attributes of the object to preserve informative content of the information attributes.

 20. (Original) An apparatus comprising:  
means for modifying at least one geometry attribute of an object to preserve informative content of one or more information attributes; and  
means for forming a texture map using the modified geometry attribute and the one or more information attributes.

21. (Original) The apparatus of claim 20, further comprising means for receiving the one or more information attributes.

22. (Original) The apparatus of claim 20, wherein the informative content of the one or more information attributes is preserved by reducing contention between the geometry attribute and the one or more information attributes.

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